

THREE- IN- A- ROW GAME

Tell the students that they are going to prepare a Three- in- a Row Game.

STEP 1: READ THE MODEL. Tell the students to look at the pictures and match them to the clues.



1. PALACE OF THE LIONS	2. COURT OF THE MYRTLES	PICTURE 3
PICTURE 4	PICTURE 5	PICTURE 6
PICTURE 7	PICTURE 8	PICTURE 9

1. Its current name is due to the myrtle bushes that surround the central pond and the bright green colour of which contrasts with the white marble of the patio. It was also called the **Patio of the Pond** or the **Reservoir** (Patio del Estanque o de la Alberca) because of the central pond, which is 34 metres long and 7,10 meters wide. The pond divides the patio and receives its water from two fountains (one at each end of the pond)

2. This palace comprised the private chambers of the royal family. Nasrid art achieved its greatest degree of magnificence in this palace. The beauty of this palace. Light, water, colours and decoration turn this palace into a marvellous pleasure for the senses. The abstract and geometric decoration steps back in this palace for a more naturalistic style to dominate, as the result of the Christian influence, which was even stronger due to the friendship between Mohammed V and the Christian king Pedro I, the Cruel One.

- Point out that these are the types of clues that they will prepare for their Three-in-a Row Game

STEP 2: PLAN YOUR PROJECT

- Tell the students to work in groups of 4 and to think of nine parts and places in the Alhambra.
- Tell them to decide which place each group member is responsible for.

STEP 3: RESEARCH AND WRITE

- Tell the students to use the Internet to find interesting facts about the places they chose. They can search for information on the following links:

<https://www.alhambradegranada.org/en/info/nasridpalaces/alhambranasridpalaces.asp>

<https://www.alhambra.org/en/alhambra-parts.html>

- Tell them to find a suitable picture for each place.
- Tell them to write their clues for their places in the Alhambra. They can use the vocabulary and the structures studied so far, and they can also look for information in the book we have read: "Tales of the Alhambra", by Washington Irving.

STEP 4: DO YOUR PROJECT

- Tell the students to edit their clues for each place.
- Tell them to make their Three-in-a Row board. They can divide a piece of paper into nine squares, put a picture of each place, with their names, in each square.
- Tell them to make an answer key for the game.

STEP 5: PLAY THE GAME

- Tell the groups of students to exchange games and answer keys with another group and to play the other group's game.
 - In their groups of four, there will be two teams, A and B, of two students each. They will take it in turns to choose one square on the board. Then, one student of group B will read one of the clues, so that the students of

group A must guess the place of the Alhambra the clue refers to. If they answer correctly, they get the square.

- Tell students to swap roles: now it's group B's turn to guess the place.
- Tell them that the first group to have three squares in a row wins.